

Amendments to the Claims:

This listing of claims replaces all prior listings, and versions, of claims in the present application.

Listing of Claims:

1. (Currently Amended) A method of modifying games content of a mobile phone, the games content comprising gaming parameters, the method comprising sending one or more selected gaming parameters from the mobile phone to a remote server to remove the one or more selected gaming parameters from the mobile phone, at the server and outside the control of a user of the mobile phone, applying training data to the one or more selected gaming parameters to provide a modified parameter set in which one or more of the one or more selected gaming parameters is modified, sending the modified parameter set to the mobile phone and modifying the games content of the mobile phone using the modified parameter set so as to modify play of a game by a user of the mobile phone from play of the game before sending the one or more selected gaming parameters.
2. (Original) A method according to claim 1, wherein the training data comprises an algorithm.
3. (Previously Presented) A method according to claim 1, wherein the gaming parameters comprise character type parameters.
4. (Original) A method according to claim 3, wherein the character type parameters comprises a team.
5. (Original) A method according to claim 4, wherein the team is created by the user in the mobile phone.

6. (Previously Presented) A method according to claim 1, wherein the sending of gaming parameters and modified gaming parameters are by wireless transmission of signals.

7. (Currently Amended) A method for changing characteristics of an electronic game of an electronic device, the method comprising: providing games content comprising gaming parameters for storage on and used by the device, providing training data at a remote server for modifying the gaming parameters, applying the training data, under control of the server, to one or more selected gaming parameters uploaded to the server from the device, to remove the one or more selected gaming parameters from the device, to provide a trained parameter set, and altering play of the electronic game of the device by a user of the electronic device from play of the electronic game before providing the one or more selected gaming parameters uploaded to the server, by applying to the electronic game the trained parameter set downloaded from the server.

8. (Currently Amended) A client-server system in which games content is provided on a client terminal, the games content comprising gaming parameters and training data is provided on a remote server and wherein one or more selected gaming parameters is sent to the server from the client terminal to remove the one or more selected gaming parameters from the client terminal and the training data, under the control of the server, is used to modify the one or more selected gaming parameters, and the trained gaming parameters are sent to the client terminal and used in the gameplay of the games content on the client terminal so as to modify play of the game by a user of the client terminal from play of the game before sending the one or more selected parameters to the server.

9. (Currently Amended) A gaming device including games content comprising gaming parameters, which downloads content from a remote server, the device having a memory, and a controller, the memory storing original and/or modified games content, the controller being operable to transmit a request for training selected gaming parameters of the games content in accordance with training data provided on the server and to send the selected gaming parameters to the server to remove the selected gaming parameters from the gaming

device, manipulation of the training data being outside the control of a user of the gaming device, the request comprising an identifier of the required training data, the device receiving trained gaming parameters data from a server so as to modify play of the game by a user of the gaming device from play of the game before receiving the trained gaming parameters data from the server, and the controller storing the trained gaming parameters on the memory.

10. (Original) A gaming device according to claim 9, wherein the device is a handheld electronic device.

11. (Original) A gaming device according to claim 9, wherein the device is a games console or a personal computer.

12. (Previously Presented) A gaming device according to claim 9, wherein the device includes a transceiver and the gaming parameters and modified gaming parameters are wireless transmitted.

13. (Original) A gaming device according to claim 9, wherein gaming parameters and modified gaming parameters are transmitted by signals through wired networks.

14. (Currently Amended) A computer program product on a terminal having an electronic game stored on a memory thereof, the product enabling selecting gaming parameters of the game, sending the selected gaming parameters to a remote server for modification to remove the one or more selected gaming parameters from the terminal, wherein training data stored in the server is applied to the selected gaming parameters outside the control of a user of the terminal, and storing received modified gaming parameters on the memory of the terminal.

15. (Currently Amended) A computer program product on a server, the product enabling the application of training data to gaming parameters of an electronic game received from a remote terminal to remove the one or more selected gaming parameters from the remote terminal, wherein the training data is applied to the gaming parameters outside the control of a user of the remote terminal, and sending modified gaming parameters to the terminal.

16. (Currently Amended) A method for changing characteristics of an electronic game of an electronic device, the games content comprising gaming parameters, the method comprising: sending selected gaming parameters to a server for modification thereof under control of the server to remove the one or more selected gaming parameters from the electronic device, receiving the modified gaming parameters from the server, and changing characteristics of the electronic game using the modified gaming parameters so as to modify play of the electronic game on the electronic device from play of the electronic game before sending the selected gaming parameters.